HALO GROUND COMMAND COMMUNITY UPDATE Ver. 1.7.1 - POST-ADEPTICON

FORERUNNER UNIT STATS, COMMANDER, & BATTLE GROUPS

A REFERENCE SHEET BY THE PLAYER COMMUNITY, AUTHORED BY VINCENT COLBORN & BRADLEY CADE

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UNIT STATS

INFANTRY - PROMETHEAN

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Crawler Pack - Aggressive Automatons	5	INF	1	80	8/12"	8/10	0	2	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	15"/-	ALL	2	2	1	

UNIT LOADOUTS	**Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain.
UNIT UPGRADES	**Crawler Alpha:** Up to 2 Elements in the Unit may upgrade to be a Crawler Alpha for an additional +10 Points to the Unit's Cost. *Please see the Crawler Alpha card for stats.*

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Crawler Alpha - Automaton Pack Leader	UPG	INF	0	+10	8/12"	7/9	0	3	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Suppressor	10/20"	ALL	3	2	2	**Suppression (+1):** Add 1 to all enemy Suppression Tests.

UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Crawler Snipers - Automaton Executors	4	INF	2	120	8/12"	7/9	0	2	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	15"/-	ALL	2	2	1	
Binary Rifles	15/30"	ALL	5	3	0	**Cooldown:** May only fire once per Game Turn. **Lock On:** Gain +1 Firepower Rating when firing at Long Range **Lethal (1):** Reduce Enemy Unit Heroic Save value by -1. **Pinpoint (ALL):** All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain.
UNIT UPGRADES	2 Elements in the Unit MUST replace their existing weaponry to become a Binary Rifle Team for no additional cost.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Watchers - Combat Support	4	INF (FLY*)	2	140	10/15"	8/10	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/20"	ALL	2	1	1	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher. **Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit.
SPECIAL RULES	***Flying Infantry:** Unit is treated as a Flyer for the purpose of Terrain Rules, cannot perform a Charge attack, or be the target of a Ram Attack. Additionally, this Unit may be targeted by Shooting Attacks using the AP or AA Statistic. Improve Heroic Save value by +1 if AP is used (to a minimum 6+). This special rule is ignored while this unit controls or contests and Objective, and while occupying Garrison terrain. **Support Protocols:** During this units Activation, after a Hold or Basic Move, you may give this Unit a Cooldown Token to use the following ability: • **Protection Protocol:** Choose a friendly Infantry (Promethean) or Knight Unit. While that Unit is within 6" and until this Unit's next activation, increase that Units Heroic Save value by +1, to a minimum of 6+, and maximum of 3+. The same unit cannot be chosen for Protection Protocol more than once per Game Turn. Protection Protocols are disabled if this Watcher unit is destroyed. • **Restoration Protocol**: Choose a friendly Promethean Infantry Unit (excluding Watchers) to return one destroyed Element from your Scrapyard. The same unit cannot be chosen for Restoration Protocol more than once per Game Turn. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Soldiers - Armiger Combat Constructs	4	INF	2	150	6/12"	7/9	0	1	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	3	2	2	**Suppression (+1):** Add 1 to all enemy Suppression Tests.
Scattershot	12/18"	ALL	5	2	1	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Light Rifle	16/24"	ALL	4	3	3	**Lock On:** Gain +1 Firepower Rating when firing at Long Range
Splinter Grenade	10"/-	ALL	2	3	0	**Immobilize (2):** If every Element with an Immobilize weapon targets the same ARM or FLY Unit, that Unit must make a Suppression Test after resolving damage (even if no damage is dealt). Add +2 to the Test when targeting Armoured or Flyer Units. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted.
UNIT UPGRADES	**Weapon Upgrade:** Up to 2 Elements in the Unit may replace their existing weaponry to become a Weapons Team chosen from the following: • Scattershot for +10 Points to the Unit's Cost. • Light Rifles for +10 Points to the Unit's Cost.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Soldier Enforcers - Heavy Support Armigers	3	INF	3	210	6/12"	8/9	0	2	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Scattershot	12/18"	ALL	5	2	1	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Splinter Cannon	10/20"	ALL	3	5	1	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.
Hydra	12/24"	ALL	1	3	5	**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. **Blast:** Ignore Terrain when determining Firepower Rating.
Splinter Grenade	10/-"	ALL	3	4	0	**Immobilize (2):** If every Element with an Immobilize weapon targets the same ARM or FLY Unit, that Unit must make a Suppression Test after resolving damage (even if no damage is dealt). Add +2 to the Test when targeting Armoured or Flyer Units. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Heroic Save (4+):** Ignore Damage on a roll of 4 or more. **Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted.
UNIT UPGRADES	**Weapon Upgrade:** 3 Elements in the Unit may replace their existing weaponry to become a Weapons Team chosen from the following: • Splinter Cannon • Hydra
SPECIAL RULES	**Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

INFANTRY - SENTINEL

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Aggressors - Security Sentinels	4	INF (FLY*)	1	100	10/15”	9/9	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20”	ALL	3	1	2	**Suppression (+1):** Add 1 to all enemy Suppression Tests.

UNIT LOADOUTS	**Heroic Save (6+):** Ignore Damage on a roll of 6 or more.
UNIT UPGRADES	**Sentinel Eliminator:** Up to 1 Element in the Unit may upgrade to be a Sentinel Eliminator for an additional +20 Points to the Unit’s Cost. *Please see the Sentinel Eliminator card for stats.*
SPECIAL RULES	***Flying Infantry:** Unit is treated as a Flyer for the purpose of Terrain Rules, cannot perform a Charge attack, or be the target of a Ram Attack. Additionally, this Unit may be targeted by Shooting Attacks using the AP or AA Statistic. Improve Heroic Save value by +1 if AP is used (to a minimum 6+). This special rule is ignored while this unit controls or contests and Objective, and while occupying Garrison terrain.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Aggressor Eliminator - Advanced Sentinel	UPG	INF (FLY*)	0	+20	10/15”	8/8	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Eliminator Beam	10/20”	ALL	5	3	3	**Suppression (+2):** Add 2 to all enemy Suppression Tests. **Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements.

UNIT LOADOUTS	**Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
SPECIAL RULES	***Flying Infantry:** Please see Aggressors Unit Card for details.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Regulators - Manager Sentinels	4	INF (FLY*)	2	150	10/15”	9/9	0	2	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20”	ALL	3	1	2	**Suppression (+1):** Add 1 to all enemy Suppression Tests.
Regulator Shock	16/24”	ALL	2	5	6	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Immobilize (2):** If every Element with an Immobilize weapon targets the same ARM or FLY Unit, that Unit must make a Suppression Test after resolving damage (even if no damage is dealt). Add +2 to the Test when targeting Armoured or Flyer Units.

UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted.
SPECIAL RULES	***Flying Infantry:** Unit is treated as a Flyer for the purpose of Terrain Rules, cannot perform a Charge attack, or be the target of a Ram Attack. Additionally, this Unit may be targeted by Shooting Attacks using the AP or AA Statistic. Improve Heroic Save value by +1 if AP is used (to a minimum 6+). This special rule is ignored while this unit controls or contests and Objective, and while occupying Garrison terrain.
WEAPON UPGRADES	2 Elements in the Unit MUST replace their existing weaponry to become a Regulator Shock Team for no additional cost.

ARMOURED - PROMETHEAN

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Knight - Promethean Warrior	1 - 2	ARM	2 EACH	120 EACH	6/12"	8/10	0	6	6 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Scattershot (Loadout)	12/18"	ALL	7	4	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Light Rifle (Loadout)	16/24"	ALL	6	4	4	**Lock On:** Gain +1 Firepower Rating when firing at Long Range

UNIT LOADOUTS	**Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Armoured Infantry:** This Unit may occupy Garrisonable Terrain, benefit from Terrain Cover, and capture Placed Objectives as though they were Infantry. **Aerial Insertion:** Up to 2 Knights may be deployed via a Combat Drop Air Support Mission. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Hijack Resistant:** Cannot be Hijacked!
WEAPON UPGRADES	**Loadout Weapons:** This Unit has more than one option for a starting Weapon, chosen from the (Loadout) options. The chosen weapon must be noted on a player's Force List.
SPECIAL RULES	**Watcher Support:** During this Units Activation, if it remained stationary during the Movement segment or deployed via Combat Drop Air Support Mission, each Knight may deploy a Support Watcher Element within Coherency once per game. Treat them as Damage Track 3 Elements with Heroic Save (4+).

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Knight Lancer - Scout Marksmen	1 - 2	ARM	2 EACH	140 EACH	6/12"	7/9	0	6	6 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Binary Rifle (Loadout)	15/30"	ALL	8	3	6	**Cooldown:** May only fire once per Game Turn. **Lock On:** Gain +1 Firepower Rating when firing at Long Range **Lethal (1):** Reduce Enemy Unit Heroic Save value by -1. **Pinpoint (ALL):** All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest.

UNIT LOADOUTS	**Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Armoured Infantry:** This Unit may occupy Garrisonable Terrain, benefit from Terrain Cover, and capture Placed Objectives as though they were Infantry. **Aerial Insertion:** Up to 2 Knight Lancers may be deployed via a Combat Drop Air Support Mission. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Hijack Resistant:** Cannot be Hijacked!
SPECIAL RULES	**Watcher Support:** During this Units Activation, if it remained stationary during the Movement segment or deployed via Combat Drop Air Support Mission, each Knight may deploy a Support Watcher Element within Coherency once per game. Treat them as Damage Track 3 Elements with Heroic Save (4+). **Scouting Translocation:** Prior to the roll for Initiative at the beginning of the first Game Turn, a deployed Knight Lancer Unit may make a free, out-of-sequence Flat Out Move. Units that move in this manner take an Activated Marker before the Game Turn begins, but do NOT take a Cooldown Marker.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Knight Battlewagon - Siege Master	1 - 2	ARM	2 EACH	150 EACH	6/12"	8/10	0	6	7 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Incineration Cannon (Loadout)	12/24"	ALL	5	7	2	**Cooldown:** May only fire once per Game Turn. **Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Armour-Piercing (1):** Lower the number of successes in the Target's Soak dice pool by 1.

UNIT LOADOUTS	**Battle Hardened (4):** Re-roll up to 4 failed Melee Attack Dice. **Armoured Infantry:** This Unit may occupy Garrisonable Terrain, benefit from Terrain Cover, and capture Placed Objectives as though they were Infantry. **Aerial Insertion:** Up to 2 Knight Battlewagons may be deployed via a Combat Drop Air Support Mission. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Hijack Resistant:** Cannot be Hijacked!
SPECIAL RULES	**Watcher Support:** During this Units Activation, if it remained stationary during the Movement segment or deployed via Combat Drop Air Support Mission, each Knight may deploy a Support Watcher Element within Coherency once per game. Treat them as Damage Track 3 Elements with Heroic Save (4+).

ARMOURED - SENTINEL

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Super Sentinel - Combat Support Drone	1 - 2	ARM	2 EACH	100 EACH	10/15"	9/9	-	3	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
High-Powered Cleansing Beam	10/20""	ALL	7	6	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
UNIT LOADOUTS	**Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Hijack Resistant:** Cannot be Hijacked!					
SPECIAL RULES	**Suppressive Fire:** Increase Suppression Loadout of this Unit's High Powered Cleansing Beam by +2 for each Super Sentinel performing an attack against that Enemy unit. If that unit is successfully Suppressed, until the end of their next Activation, that unit cannot perform a Flat Out or Charge movement.					

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Eradicator - Autonomous Carapace	1	ARM	5	270	6/12"	11/11	2	2	5 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Eradicator Beam	12/24"	FRONT	9	9	9	**Beam Weapon (3):** Perform 3 separate Ranged Attacks with this weapon against a single nearest eligible element in target Unit, and after resolving each attack, you may choose a new Unit within 6" the previous target, that is within Range and Line of Sight. Reaction Fire from this weapon MUST target the unit reacted against. **Inferno (2):** "If every Element with an Inferno weapon targets the same Enemy Unit, that Unit must make a Suppression Test after resolving damage (Even if no damage is dealt). If the test is failed it must make an immediate Repulse Move away from the source of the attack. Add +2 to the Test if the target is within a Terrain feature."
Shard Projectors	15"/-	FRONT	6	2	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
UNIT LOADOUTS	**Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Heroic Save (6+):** Ignore Damage on a roll of 6 or more. **Hijack Resistant:** Cannot be Hijacked!					
SPECIAL RULES	**Concentrated Firepower:** This Unit's Eradicator Beam weapon gains +1 Armour-Piercing Loadout for each attack after the first with its Beam Weapon ability.					

FLYERS - SENTINEL

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Protector - Defensive Construct	1 - 2	FLY	2 EACH	120 EACH	12/18"	8/8	3	-	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Protector Beam Emitter	10/20"	FRONT	4	8	4	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.
UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher.					
SPECIAL RULES	**Sentinel Escort:** A Protector Sentinel Unit with one element may Attach to a friendly Sentinel Infantry Unit, and gains the Flying Infantry Special Rule for as long as they remain Attached. **Electromagnetic Self-Destruct:** When an element in this unit is Destroyed, roll one Halo dice - on the roll of a Each unit (friend or foe!) within 6" suffers a Firepower 3 attack equal to the elements combined Damage Track values, and that attack is treated as having Blast and Immobilize (3).					

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Enforcer - Guard Sentinel	1	FLY	3	180	10/15"	9/9	2	-	5 - 5 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Enforcer Missiles	12/24"	FRONT	7	9	11	**Blast:** Ignore Terrain when determining Firepower Rating. **Indirect Fire:** IDF attacks are resolved at Firepower Rating 2.
Shard Projectors	15"/-	FRONT	5	2	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher.					
SPECIAL RULES	**Forward Energy Shield:** This Unit increases their Soak Value by +4 when targeted by attacks that originate entirely from within the Front Arc. **Gravitic Grapplers:** After performing a Basic or Flat Out Move during this Units Activation, you may choose an enemy Armoured Unit within 6" to perform a Gravitic Grapple Attack against. Treat this attack as an Impact 6 Ram Attack with Devastating Impact 2. The Enforcer cannot be damaged by the defending Armoured Unit.					

FLYERS

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Z-1800 Phaeton - VTOL Weapon Ship	1	FLY	5	270	10/15"	8/10	3	-	6 - 6 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Light Mass Cannons	10/20"	FRONT	10	2	6	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Pulse Missile Launchers	12/24"	FRONT	4	14	12	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.

UNIT LOADOUTS	**Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit.
SPECIAL RULES	**Scour the Skies:** React on 7/9 against Flyers. **Slipspace Translocation Jump:** When this Unit is chosen to Activate, before an opponent can attempt a Reaction Fire Test, you may choose to perform a Slipspace Translocation Jump. This Unit must perform a Flat Out Move during its Activation, and cannot be the target of Reaction Fire until the end of Turn.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Constructor Sentinel Swarm	1	FLY	3	180	ASF	-	-	-	4-4-4-4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
-	-	-	-	-	-	-

UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit. **Dust Off:** Leave the Table immediately after completing certain Air Support Missions. **High Value Asset (0-1-1-1):** Instead of scoring Victory Points for Build Rating destruction as normal, this Unit rewards an opponent with a number of Victory Points for each Damage Token applied, rewarding its full build rating value if Destroyed during a battle.
SPECIAL RULES	**This Flyer may execute the following Air Support Missions during a Game:** **Supply Drop (0VP):** This may be placed anywhere on the Flyer's Flight Path, allowing friendly Units within 6" to gain the *Active Overwatch* Loadout. The Supply Drop must be represented by a suitable Marker or Token. **Reinforcement (1 - 2VP):** This may be used to replenish any Friendly Unit on the Battlefield. Reinforced Elements must be taken from the player's Scrapyard. VP Cost: INF - 1VP, INF w/ Combat Specialists - 2VP, ARM - 2VP. The same Unit cannot be Reinforced more than once per game, and Character Infantry with more than one Element cannot be Reinforced. **Combat Drop (0VP):** This may be used to deliver up to two units with total Build Rating Value 5 into the Battlefield, taken from a player's Reserves. Once deployed this Unit becomes an Activation in its own right.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Despair-Class Fighter	1	FLY	4	240	ASF	-	4	-	6 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Despair Weapons Array	20"/-	FRONT	12	15	15	**Devastating (ALL):** Gain +1 Firepower Rating shooting at ALL Elements. **Armour-Piercing (2):** Lower the number of successes in the Target's Soak dice pool by 2.

UNIT LOADOUTS	**High Value Asset (1-1-2):** Instead of scoring Victory Points for Build Rating destruction as normal, this Unit rewards an opponent with a number of Victory Points for each Damage Token applied, rewarding its full build rating value if Destroyed during a battle.
SPECIAL RULES	**This Flyer may execute the following Air Support Missions during a Game:** **Ground Attack (1VP):** This may be used to target enemy Units. Cloaked Units may not be targeted. **Combat Air Patrol (0VP):** This may be used to defend against enemy Air Support Missions.

CHARACTER - PROMETHEANS

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Soldier Commando - Armiger Overseer	1	CHA INF	2	130	6/12"	6/8	0	4	6 - 3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Scattershot (Loadout)	12/18"	ALL	8	5	3	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Light Rifle (Loadout)	16/24"	ALL	7	3	5	**Lock On:** Gain +1 Firepower Rating when firing at Long Range
Splinter Cannon (upg)	10/20"	ALL	4	9	3	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.
Splinter Grenade	10/-"	ALL	4	5	0	**Immobilize (2):** If every Element with an Immobilize weapon targets the same ARM or FLY Unit, that Unit must make a Suppression Test after resolving damage (even if no damage is dealt). Add +2 to the Test when targeting Armoured or Flyer Units. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Heroic Save (3+):** Ignore Damage on a roll of 3 or more. **Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Commanding Presence (9"):** Increase all friendly Reaction Fire Tests within 9" by 1. Reduce all friendly Suppression Tests within 9" by 1. **Attachment (PROMETHEAN INF):** This Element may attach to Promethean Infantry Units in the same Force, and may be deployed attached to those Units in the same Battle Group.
WEAPON UPGRADES	**Loadout Weapons:** This Unit has more than one option for a starting Weapon, chosen from the (Loadout) options. The chosen weapon must be noted on a player's Force List.
SPECIAL RULES	**Weapon Drops:** If a Soldier Commando makes contact with a Supply Drop or Placed Objective, they may elect to replace their current weapon for one of the following for no addition Cost: • Scattershot • Light Rifle • Splinter Cannon **Enforcer Leader:** This Unit may Attach to a friendly Soldier Enforcer unit, as though it didn't have Combat Specialist special rule.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Knight Commander - Promethean Leader	1	CHA ARM	3	220	6/12"	7/9	2	9	7 - 6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Dying Star Light Rifle	16/24"	ALL	9	6	6	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Blast:** Ignore Terrain when determining Firepower Rating.
River of Light Incineration Cannon (upg)	12/24"	ALL	7	10	4	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Armour-Piercing (1):** Lower the number of successes in the Target's Soak dice pool by 1.

UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Battle Hardened (6):** Re-roll up to 6 failed Melee Attack Dice. **Armoured Infantry:** This Unit may occupy Garrisonable Terrain, benefit from Terrain Cover, and capture Placed Objectives as though they were Infantry. **Aerial Insertion:** Up to 1 Knight Commander may be deployed via a Combat Drop Air Support Mission. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Commanding Presence (6"):** Increase all friendly Reaction Fire Tests within 6" by 1. Reduce all friendly Suppression Tests within 6" by 1. **Attachment (PROMETHEAN KNIGHT):** This Element may attach to Promethean Knight Units in the same Force, and may be deployed attached to those Units in the same Battle Group. **Hijack Resistant:** Cannot be Hijacked!
SPECIAL RULES	**Weapon Drops:** If a Knight Commander makes contact with a Supply Drop or Placed Objective, they may elect to replace their current weapon for one of the following for no addition Cost: • Dying Star Light Rifle • River of Light Incineration Cannon **Watcher Support:** During this Units Activation, if it remained stationary during the Movement segment or deployed via Combat Drop Air Support Mission, each Knight may deploy a Support Watcher Element within Coherency once per game. Treat them as Damage Track 3 Elements with Heroic Save (4+).

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Warden Eternal - Guardian of the Domain	1	CHA ARM	6	350	8/12"	7/9	3	9	8 - 6 - 6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Hard Light Energy Beam	15/30"	FRONT	15	6	6	**Lock On:** Gain +1 Firepower Rating when firing at Long Range
Homing Gravity Bomb	10/20"	ALL	4	14	14	**Cooldown:** May only fire once per Game Turn. **Blast:** Ignore Terrain when determining Firepower Rating. **Indirect Fire:** IDF attacks are resolved at Firepower Rating 2. **Immobilize (3):** If every Element with an Immobilize weapon targets the same ARM or FLY Unit, that Unit must make a Suppression Test after resolving damage (even if no damage is dealt). Add +3 to the Test when targeting Armoured or Flyer Units.

UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Battle Hardened (6):** Re-roll up to 6 failed Melee Attack Dice. **Sundering (ALL):** a roll of a or are treated as Skulls when in melee against ALL Units. **Deadly (1):** Melee Attacks made by this Unit may reduce the Enemy Heroic Save value by -1. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Commanding Presence (12"):** Increase all friendly Reaction Fire Tests within 12" by 1. Reduce all friendly Suppression Tests within 12" by 1. **Hijack Resistant:** Cannot be Hijacked!
SPECIAL RULES	**Running Riot:** This unit may elect to perform a Movement, Shooting Attack, and Charge during its Activation, but cannot use its second Movement Stat for the remainder of this Game Turn. **Exposed Armor (BACK):** This Unit reduces their Soak Value to 0, and loses Heroic Save when targeted by attacks that originate entirely from within the Back Arc. **You Cannot Escape My Wrath:** Warden Eternal does not gain a Cooldown Token for using the Homing Gravity Bomb weapon attack, but is still limited to using it once per Game Turn.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Sub-Monitor - Executor Ancilla	1	CHA INF (FLY*)	2	120	10/15"	6/6	0	3	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Sub-Monitor Laser	10/20"	ALL	7	6	6	**Suppression (+2):** Add 2 to all enemy Suppression Tests. **Lethal (1):** Reduce Enemy Unit Heroic Save value by -1.

UNIT LOADOUTS	**Heroic Save (3+):** Ignore Damage on a roll of 3 or more. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Commanding Presence (12"):** Increase all friendly Reaction Fire Tests within 12" by 1. Reduce all friendly Suppression Tests within 12" by 1. **Attachment (SENTINEL INF):** This Element may attach to Any Sentinel Infantry Units in the same Force, and may be deployed attached to those Units in the same Battle Group.
SPECIAL RULES	***Flying Infantry:** Unit is treated as a Flyer for the purpose of Terrain Rules, cannot perform a Charge attack, or be the target of a Ram Attack. Additionally, this Unit may be targeted by Shooting Attacks using the AP or AA Statistic. Improve Heroic Save value by +1 if AP is used (to a minimum 6+). This special rule is ignored while this unit controls or contests and Objective, and while occupying Garrison terrain. **Please begin burning to death!:** When resolving a Melee Attack, you may choose to have elements in this Unit fire their weapons as though they are performing a Ranged Attack instead. Each Damage Token applied to the enemy Unit counts as one Skull for the purpose of the Resolve Melee and Repulse step of the melee combat.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Sub-Monitor in Eradicator Carapace	1	CHA ARM	6 (5*)	320	6/12"	10/10	3	3	5 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Empowered Eradicator Beam	12/24"	FRONT	11	11	11	**Beam Weapon (3):** Perform 3 separate Ranged Attacks with this weapon against a single nearest eligible element in target Unit, and after resolving each attack, you may choose a new Unit within 6" the previous target, that is within Range and Line of Sight. Reaction Fire from this weapon MUST target the unit reacted against. **Inferno (3):** "If every Element with an Inferno weapon targets the same Enemy Unit, that Unit must make a Suppression Test after resolving damage (Even if no damage is dealt). If the test is failed it must make an immediate Repulse Move away from the source of the attack. Add +3 to the Test if the target is within a Terrain feature." **Devastating (ALL):** Gain +1 Firepower Rating shooting at ALL Elements.
Incineration Cannons	12/24"	FRONT	5	7	3	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Armour-Piercing (1):** Lower the number of successes in the Target's Soak dice pool by 1.

UNIT LOADOUTS	**Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Commanding Presence (9"):** Increase all friendly Reaction Fire Tests within 9" by 1. Reduce all friendly Suppression Tests within 9" by 1. **Hijack Resistant:** Cannot be Hijacked!
SPECIAL RULES	***High Value Target (1):** This Unit is considered to have a Build Rating of one less than listed during the process of Force Building, reverting to its stated Build Rating for the purposes of calculating Victory Points. **Concentrated Firepower:** This Unit's Eradicator Beam weapon gains +1 Armour-Piercing Loadout for each attack after the first with its Beam Weapon ability.

COMMANDER

FORCE COMMANDER

NAME	TYPE	ORDER DICE	
FACILITATOR-CLASS ANCILLA	GENERIC	TOTAL ORDER DICE	3
FACTION	PTS	ORDER DICE SQUARES	3
FORERUNNER	0	GENERAL ORDER DICE SQUARES	0

STANDARD ORDERS	**Mark Your Target:** Once this Order has been issued the player may add 2 additional Halo Dice to their Attack Dice Pool (including Melee). This Order must be issued prior to any Attack being made. **Amplify Shielding:** Once this Order has been issued the player may improve the Soak statistic by 3 of target Armoured or Flying Unit. This Order must be issued prior to an enemy's Firing Action taking place. **Stay Sharp:** Once this Order has been issued the player may add 2 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made
UNIQUE ABILITY	**Teleportation Strike:** A Forerunner Ancilla managing offensive countermeasures utilize slipspace translocation technology to respond to threats with perfect precision. Once per Game Turn, a Forerunner Force Commander can choose a Forerunner Infantry Unit or Promethean Knight Unit and place an Insertion Point token within 18" (12" for Knights), remove that Unit from the battlefield, then deploy them at the Insertion Point using Orbital Insertion rules, the Unit CANNOT perform any Movement after a Teleportation Strike. This Order must be issued during the Forerunner Player's Activation, after an Infantry Unit has been chosen to activate but before performing a Movement Action.

PROMETHEAN BATTLEGROUPS

BATTLEGROUP NAME	WARRIOR-SERVANT MANIPLE	KNIGHT MANIPLE
REQUIRED UNITS	Soldier Commando x1	Knight Commander x1
	Crawler Pack x2*	Knight x1*
	*The Forerunner player may replace up to 1 Req'd Crawler Pack Unit chosen from the following for the associated points cost: • Soldiers • Crawler Sniper	*Any non-Heroic Variant. Minimum 2 Elements required.
OPTIONAL INF UNITS	Max 6BR	Max 4BR
OPTIONAL CHARACTER UNITS	1	None Allowed
OPTIONAL ARM UNITS	Max 8BR	Max 8BR
OPTIONAL FLY UNITS	Max 6BR	Max 6BR
SPECIAL RULES	• Cannot include Sentinel Units	• Cannot include Sentinel Units

SENTINEL BATTLEGROUPS

BATTLEGROUP NAME	INSTALLATION DEFENSE FORCE	ERADICATION FORCE
REQUIRED UNITS	Sub-Monitor x1	Eradicator Sentinel
	Aggressor Sentinels x2*	Enforcer OR Protector Sentinel*
	*The Forerunner player may replace up to 1 Aggressor Sentinels Unit chosen from the following for the associated points cost: • Regulator Sentinels • Super Sentinel	*Minimum 2 Elements required.
OPTIONAL INF UNITS	Max 6BR	Max 4BR
OPTIONAL CHARACTER UNITS	1	None Allowed
OPTIONAL ARM UNITS	Max 8BR	Max 8BR
OPTIONAL FLY UNITS	Max 6BR	Max 6BR
SPECIAL RULES	• Cannot include Promethean Units	• The Requisite Enforcer or Protector Sentinel may be held back during deployment, and deploy via Orbital Insertion at no additional cost • Cannot include Promethean Units